Action icons

An action that the active player **may** take.

An action that all the characters on the active player's *Terrain* card **must** get involved in.

This action has already been performed and may not be taken again from the *Terrain* card this *Permanent Event* card is attached to.

The related effect **may** be applied only during an action of this type.

The related effect **must** be applied during an action of this type.

This action may not be taken unless all conscious characters are involved.

During the Draw step of the action, you must draw at least X cards from your Action Deck.

During the Result step, you must take into account at least X successes for the action to succeed. Otherwise, it fails.

The active player may take into account the successes on, at most, X revealed cards.

Actions

- Move / Backtrack
- Swim / Sail
- Go see / Visit
- Pathfind
- Find my bearings
- Run / Flee
- Spot / Observe
- Search
- Examine
- Fight
- Cast a spell
- Read / decipher
- Be stealthy / Hide
- Dodge
- Jump / Balance
- Eat / Drink
- Cure / Heal
- Rest
- Pull / Push / Lift
- Climb
- Dig
- Take / Handle
- Craft / Repair
- Open / Pick lock / Close
- Think / Compose yourself
- Listen
- Greet
- Speak
- Convince / Negotiate
- Offer / Coax / Tame
- Hunt
- Target / Aim / Throw
- Saw / Cut
- Play music
- Perform
- Wait / Do nothing

Consequences of actions

The active player may add up to X cards revealed during the Result step to their hand.

The active player may randomly take up to X cards from their Discard Pile and shuffle them back into their Action Deck.

The active player must discard X cards from the top of their Action Deck.

The active player loses X life points.

The active player ignores up to X.

Take a card bearing this number from the Adventure Deck (green by default; gold only if no green card is available). If it is not available, first return all the cards in the Past, unless the ◇ icon can be seen to the right of the numbox.

There are possibly multiple versions of this card (bearing the same number).

One of them is linked to a specific scenario – or card – and **must be taken over any other** if you are playing the corresponding scenario or if you have a card with the same pictograph.

Read the corresponding chapter in the Dialogue Book.

Move the die to the next row (setting it to a value equal to the action's difficulty). If there are multiple arrows next to the die icon, move the die one row per arrow.

Once it has been resolved, discard this *Exploration* card and replace it with an *Adventure* card that belongs there.

+X /–X
+X /–X
+X /–X
+X /–X

Increase by **X** / decrease by **X** the value of the corresponding tracker on the *Community* page of the Citadel leaflet.

Creatures' traits

Ambush
Skip the first Gear up step.

Tough X
During each Result step, ignore **X** successes taken into account.

Unsettling X
During the action, the active player may not apply the effect(s) of more than X cards.

Evasive X
During each Draw step, for every 3 cards you draw: .

Regenerate X
If the action fails, after applying its consequences, increase the die's value by X (**max. 6**).

Reach X
During each Consequence step, if the action fails, one random involved character must .

Brutal
During each Consequence step, if the action fails, roll a die. If you roll a 1, **block** 1 selected card with the keyword **ARMOR** and/or **SHIELD**. If you roll a 2, **block** 1 selected card with the keyword **WEAPON** and/or **SECONDARY**.

Epic
If several characters are involved in the action, none may be the active player two turns in a row.

Buildings

When you check a symbol on the *Destiny* page, check 1 *Building* box next to the building of your choice below.
When a building has all of its boxes checked, it is considered built and you may apply its effect.

Watchtower
During the "Preparation" phase: +1

Outer wall
During the "Preparation" phase: +1

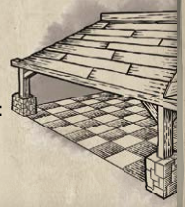
Grain silo
During the "Preparation" phase: +1

Mill
During the "Preparation" phase: +1

Gallows
During the "Preparation" phase: +1

Dovecote
During the "Preparation" phase: +1

Forum
During the "Preparation" phase: +1



School
During the "Preparation" phase: +1

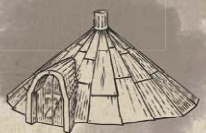
Place of worship
During the "Preparation" phase, if you are at the Citadel, take 2 049 cards (glimmer of hope).

Cemetery
At the beginning of the "Preparation" phase, if you are at the Citadel and the characters have a total of more than 10 life points, take 1 099 card (hope reborn).

Market
During the "Preparation" phase, if you are at the Citadel, one player takes a 149 card (barter) and each player may **return** 2 cards with the keyword **BARTER** to take a 199 card (item).

Apothecary
During the "Preparation" phase, if you are at the Citadel, one player takes a 249 card (potion).

Gambling den
During the "Preparation" phase, if you are at the Citadel, one player rolls a die. If they roll a 4, a 5 or a 6, they take a 199 card (item). If the tavern is built, you may re-roll the die once.



Pen
During the "Preparation" phase, if you are at the Citadel, each player **returns** all of their cards with the keyword **ANIMAL**, and then one player takes a 180 card (animal).

Library
During the "Preparation" phase, if you are at the Citadel, take a 050 card (book).

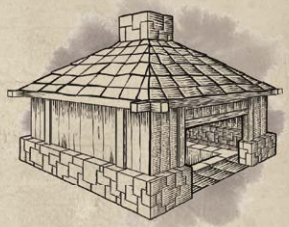
Arena
During the "Preparation" phase, if you are at the Citadel, one player gains 1 *Reflex Skill* card, if available, and shuffles it into their Action Deck and/or players may **return** 2 cards with the keyword **WEAPON** to get: +1

Smithy

During the "Preparation" phase, if you are at the Citadel, one player takes a 190 card (gladius) **or** players collectively **unblock** up to 2 cards with the keyword **WEAPON** and/or **ARMOR** and/or **SHIELD**.

Baths

During the "Preparation" phase, if you are at the Citadel, players collectively **unblock** up to 2 cards with the keyword **COMPANION**.



Dispensary

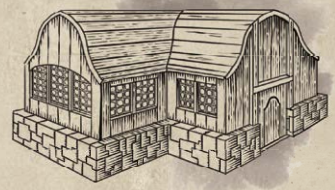
During the "Preparation" phase, if you are at the Citadel, each character **returns** their "You are injured" card and takes 1 049 card (glimmer of hope) if they did.

Herbalist's shop

During the "Preparation" phase, if you are at the Citadel, each character **returns** their "You are ill" card, and takes 1 099 card (hope reborn) if they did.

Tavern

During the "Preparation" phase, if you are at the Citadel, you may take a 006 card (side quest).



Sanatorium

During the "Preparation" phase, if you are at the Citadel, players share an additional 5 life points.

Academy

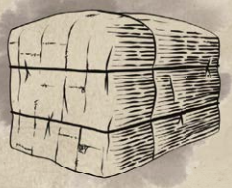
When you check a symbol on the *Destiny* page, randomly take an additional 4 *Advanced Skill* cards to choose from.

Guild

When you check a symbol on the *Destiny* page, apply the following additional effect: +2 or +2 or +2 or +2.

_____

Immediately after this is built, take all 234 cards. Choose one, write its title above, and **return** the other cards.



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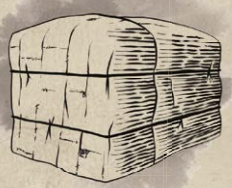
Immediately after this is built, take all 234 cards. Choose one, write its title above, and **return** the other cards.



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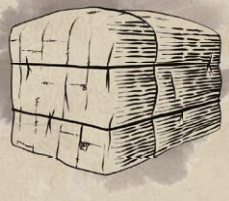
Immediately after this is built, take all 345 cards. Choose one, write its title above, and **return** the other cards.



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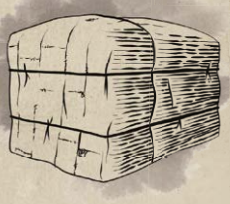
Immediately after this is built, take all 345 cards. Choose one, write its title above, and **return** the other cards.



Community

Name of your community .....

Players taking part in the adventure .....

Characters' life points (when you save) .....

Threat being played .....

Groundshiver level

1 2 3 4 5 6 7 8 9

Production

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Defense

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

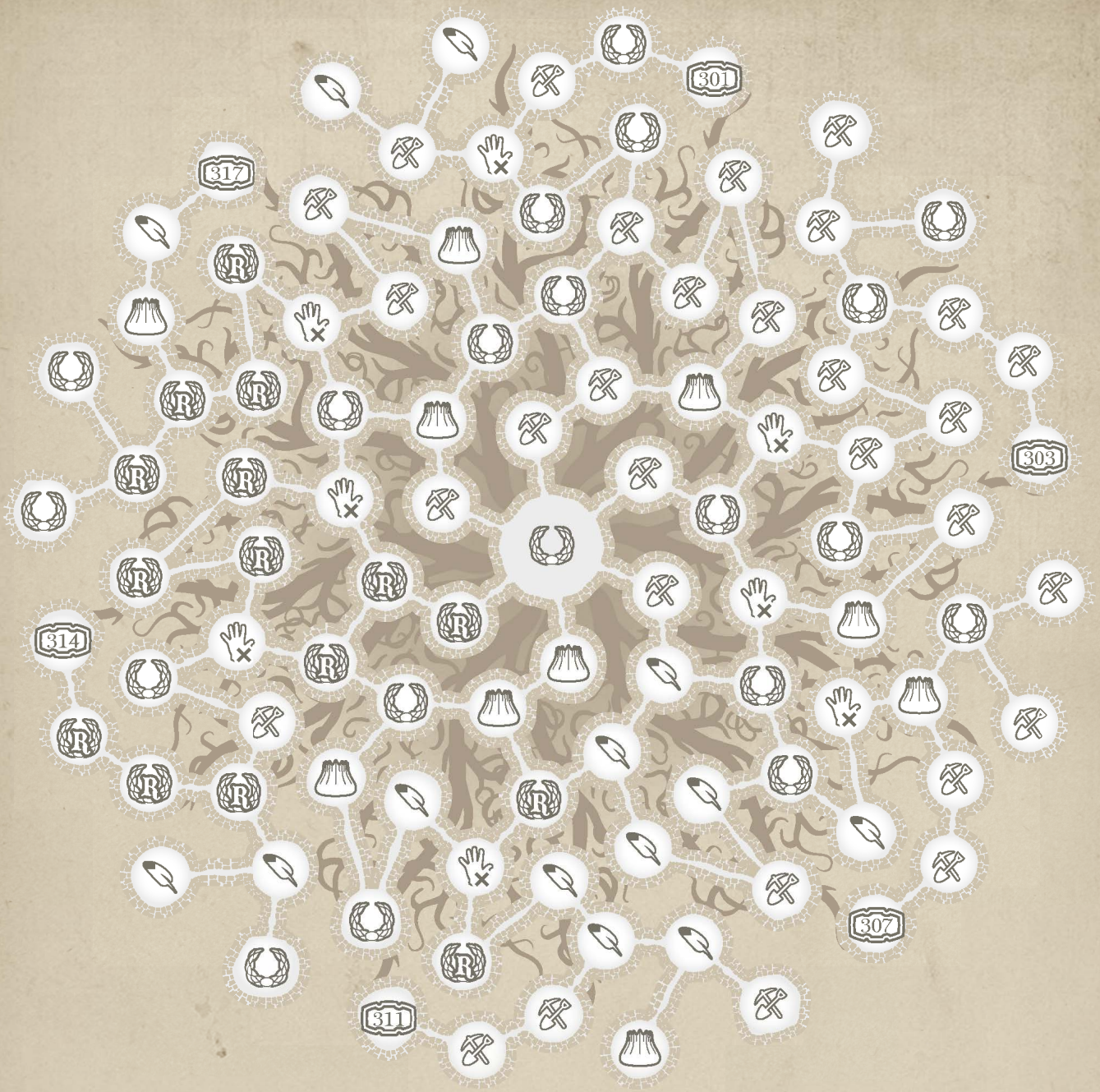
Knowledge

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Influence

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Destiny



If no symbol is checked yet, you must check the symbol in the center. Otherwise, check 1 symbol connected to a previously checked symbol.

Each person must find their place and serve the community to the best of their abilities. With this in mind, you have selected a handful of individuals with a range of talents to educate the others in the arts of writing, fighting, and farming.

Increase your or or or score by 2 on the *Community* page.

Using materials from the ruins of the nearby Citadel, work on the new building progresses slowly. Everyone is working hard as the future of the community depends on its completion.

Check 1 box on the *Buildings* page. When a building has all of its boxes checked, it is considered built and you may apply its effect.

Through training and experience, you have developed new abilities.

Randomly take 4 *Advanced Skill* cards from the game box. One player gains 2 of these cards – or two players each gain 1 of these cards – and shuffle(s) them into their Action Deck. **Return** any cards that were not chosen.

Honed reflexes will make all the difference when the time comes.

One player gains 1 random *Reflex Skill* card, if available, and shuffles it into their Action Deck.

You decide to focus on some of your skills at the expense of others.

One player **returns** 2 cards – or two players each **return** 1 card – from their hand, their Action Deck or their Discard Pile.

The Kel Protectorate has undergone such changes that your old map needs updating. To that end, you have sent a small group of scouts to map a region of the Collapsing Lands.

Take a card whose number is associated with a arrow on a card that is already in the World Map. Insert it into the World Map **without flipping it**, in the slot the arrow bearing its number points to.

The slave-gardener you once were is long gone, replaced by a wise and talented leader.

Take this card and, after revealing it, give it to the player of your choice.

Waterbank
Garrison of the Outer Edges
Forgotten Wilds
Bottomles
Newlywed Island
The Pebble
Burningbramble Wood
Black Ocean
Valengarde
Bandits Gorge
Sunset Mountains
The Guardian
The Mire
Canyon of Regrets
Port Bile
The Orphan
Gadalroc
Bridge of Choice
Crossing River
Amber Tower
Plains of Nazibe
Chestnut Inn
Tooth Peak
Crowned Peaks
Stoneheap
Mordaba'lh

Sandy Remains
Wingborne Forest
The Lockbolt
s Sea
Gurgling River
Karben Line
Guiborg
Drumbeat Wood
The Perch
he Lookout
The Plank
Smoking Plain
Arboza Pass
Fort Shade
Calmwood
Inn of the Red Spiggy
The Eighty-Four Hills
Venn Forest
Royal Road
The Great Sea
Kel
Windswept Coast
The Gord
The Puddle
The Eternal River
Fort Shore
Fort Cutthroat
Port Kirynne
Drythroat Inn
The Two Sisters
The Puddle
The Rytepath
Luldrop River
Barren Lands
N
W
E
S

Side quests

Use this page to write down any information related to your side quests (see "Side quests", p. 24 of the rulebook). In the rare case where you cannot add a quest for lack of space, download a new *Side quests* page on the game's official website (www.the7thcitadel.com), print it, and keep it inside your Citadel leaflet.

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Status: initiated finished

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